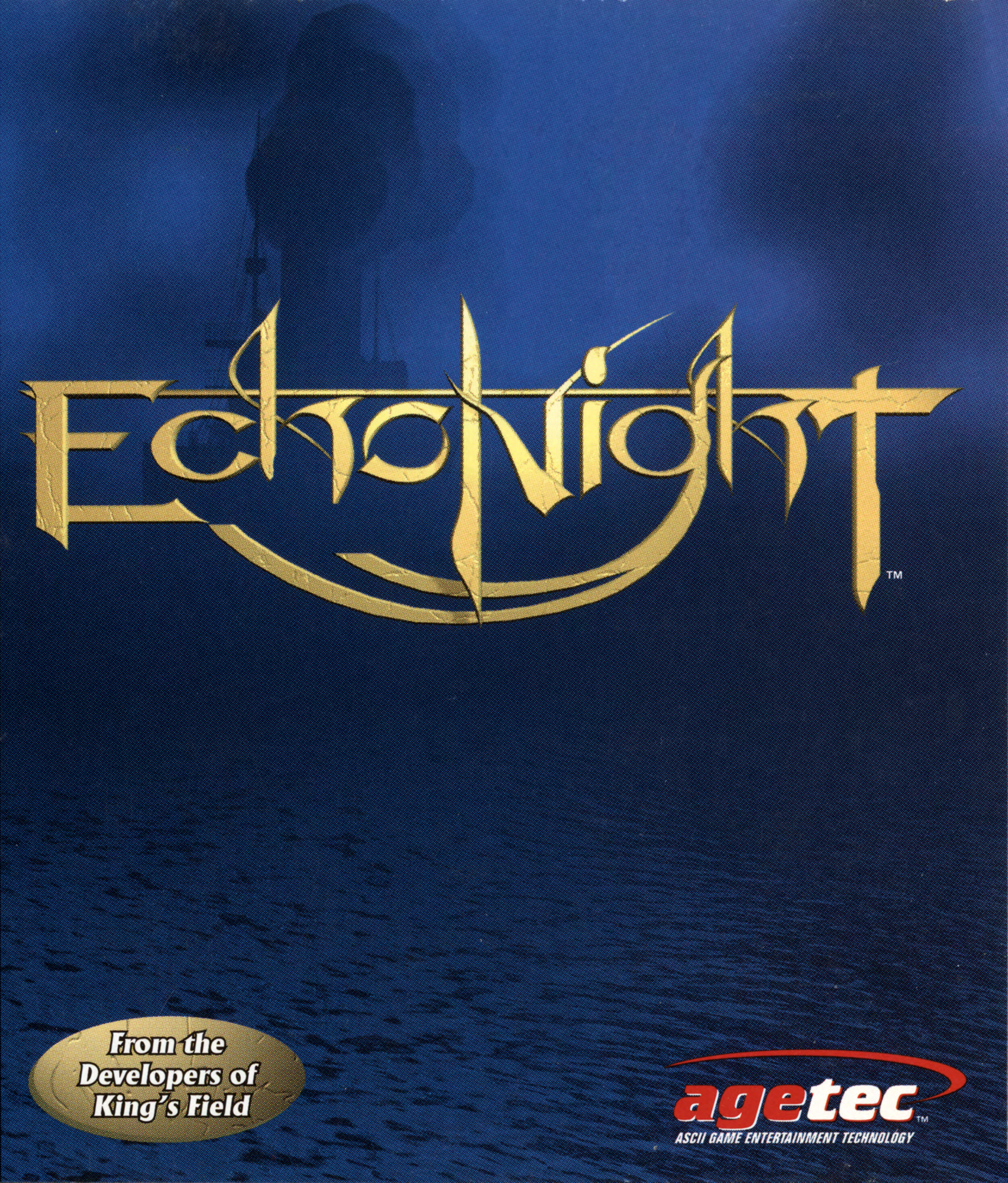
PlayStation®

NTSC U/C

PlayStation®



Echo Night™

From the Developers of King's Field

agetec™

ASCII GAME ENTERTAINMENT TECHNOLOGY

TEEN

T™

CONTENT RATED BY ESRB

SLUS-00820
8700

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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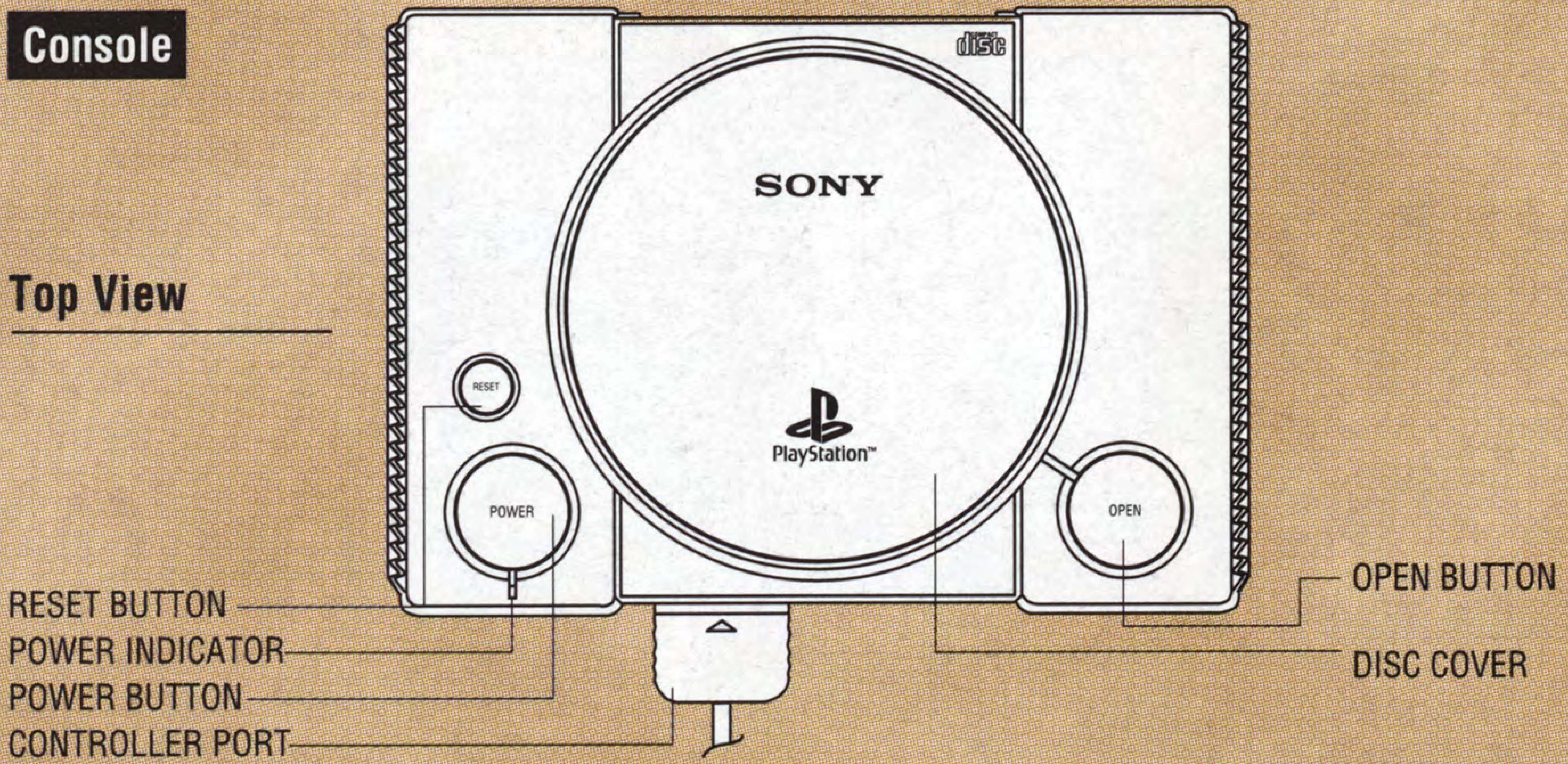
PLAYSTATION® SETUP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

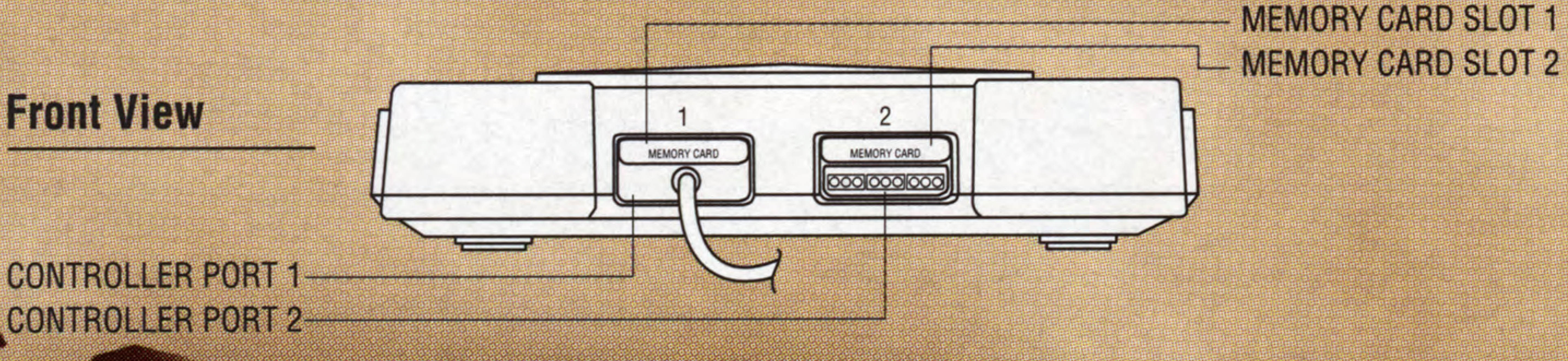
Insert the ECHO NIGHT disc and close the disc cover. Insert one or two game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

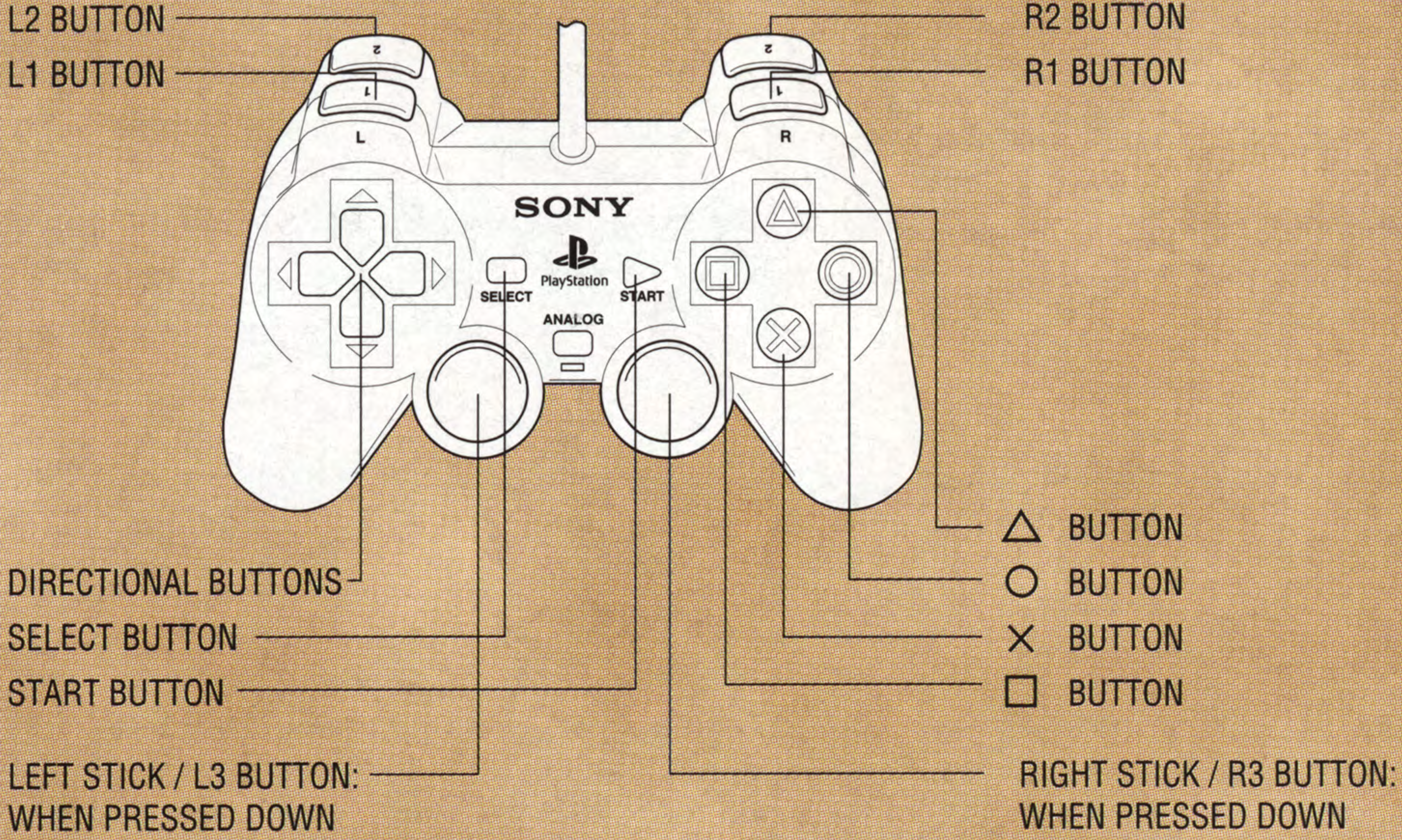

SONY
PlayStation™
RESET
POWER
OPEN
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER

Front View

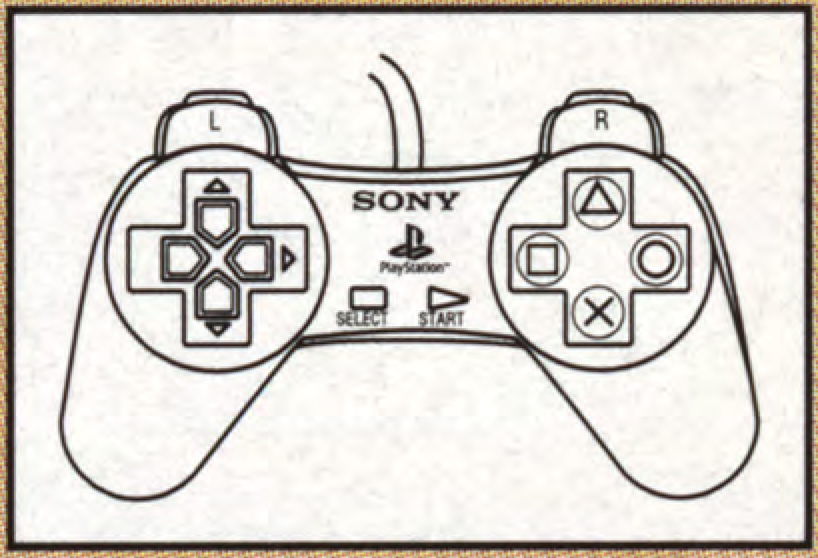

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
1
2
MEMORY CARD
MEMORY CARD
CONTROLLER PORT 1
CONTROLLER PORT 2

PLAYSTATION® CONTROLS

Dual Shock™ Analog Controller


L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
L
R
SONY
PlayStation
SELECT
START
ANALOG
△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON
LEFT STICK / L3 BUTTON: WHEN PRESSED DOWN
RIGHT STICK / R3 BUTTON: WHEN PRESSED DOWN

NOTE:
You may have a controller that looks like this. If so, please follow the digital instructions outlined on this and the following page.


L
R
SONY
PlayStation
SELECT
START

STORY

1937, U.S.A.

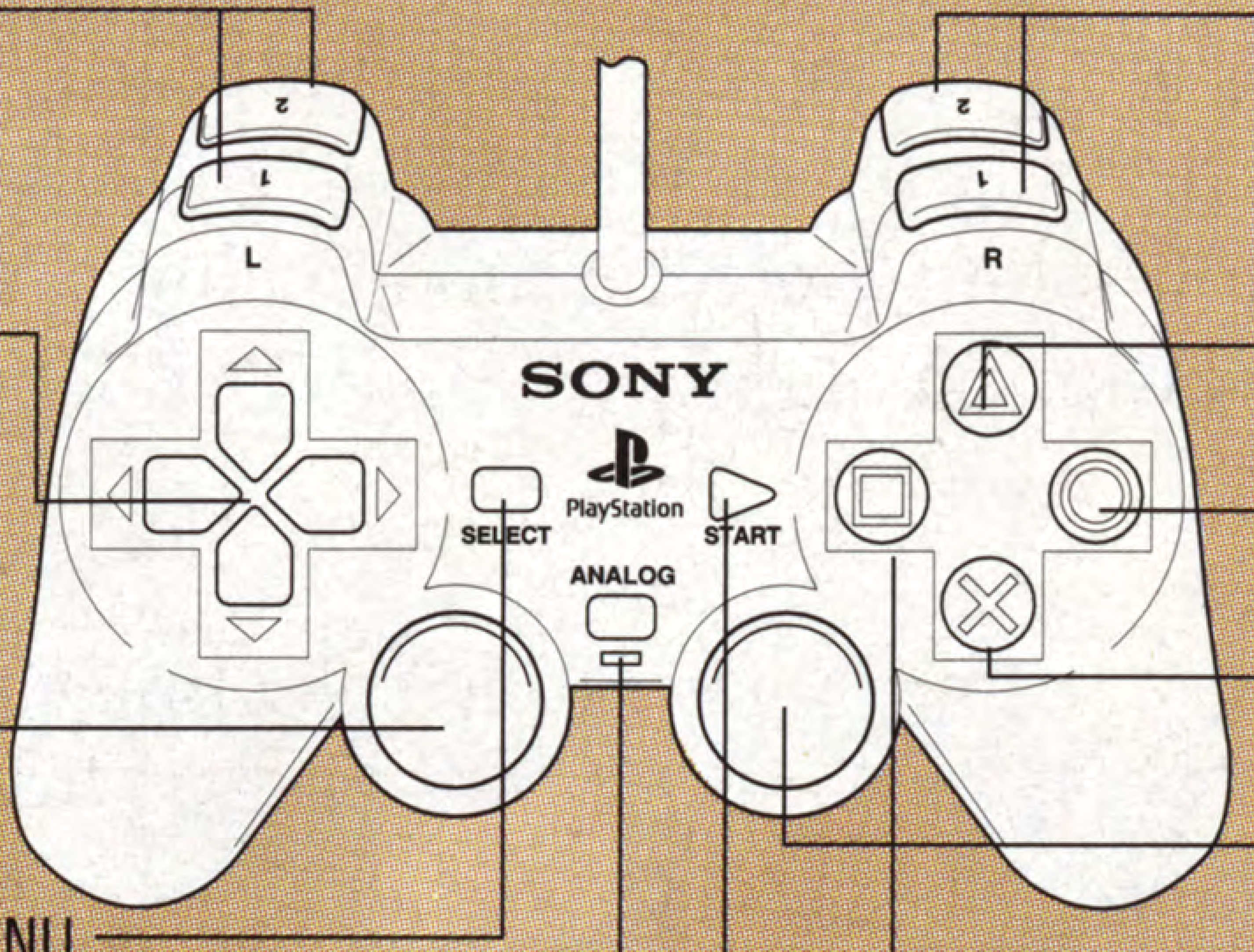
On this day Richard Osmond received a most peculiar envelope addressed to him by his father. To Richard's surprise the envelope contained not a letter, but a small unfamiliar key. This was unlike his father and the key had Richard completely bewildered.

He was deep in thought when the telephone woke him from his mental slumber. An officer called to inform him that his father's house had just burned down. Shocked, he quickly gathered his belongings and headed for his hometown.

This would be the beginning of a long and mystical journey.

CONTROLLER
Operation Method

Dual Shock™ Analog Controller



L1, L2 BUTTONS
L1 BUTTON: LOOK UP
L2 BUTTON: LOOK DOWN

DIRECTIONAL BUTTONS
UP: MOVE FORWARD
DOWN: MOVE BACKWARD
LEFT: TURN LEFT
RIGHT: TURN RIGHT

LEFT STICK / L3 BUTTON

SELECT BUTTON: OPEN MENU

LED

R1, R2 BUTTONS
R1 BUTTON: STRAFE LEFT
R2 BUTTON: STRAFE RIGHT

△ **BUTTON:** CHECK

○ **BUTTON:** CANCEL / CROUCH*

✕ **BUTTON:** ACTION / SELECT

RIGHT STICK / R3 BUTTON

□ **BUTTON:** ITEM

START BUTTON: PAUSE

WHEN THE L1 AND L2 BUTTONS ARE PRESSED SIMULTANEOUSLY YOUR CHARACTER'S VIEWPOINT WILL AUTOMATICALLY REVERT TO LOOKING STRAIGHT AHEAD. (SEE PG.16 FOR KEY CONFIGURATION DETAILS.)

*NOTE: HOLD DOWN THE ○ BUTTON TO CROUCH. WHEN CROUCHED, HOLD DOWN THE ○ BUTTON TO STAND UP.

THIS SOFTWARE ACCOMMODATES ONLY THE VIBRATION FEATURE OF THE DUAL SHOCK ANALOG CONTROLLER. IT DOES NOT ACCOMMODATE THE L3 OR R3 STICKS / BUTTONS. THE VIBRATION FEATURE OPERATES WITH THE LED ON OR OFF. THE VIBRATION FEATURE CAN ALSO BE TURNED ON OR OFF UNDER SYSTEM OPTIONS (SEE PG.17 FOR DETAILS). BASIC OPERATIONS ARE IDENTICAL TO THE STANDARD PLAYSTATION CONTROLLER.

OPERATION

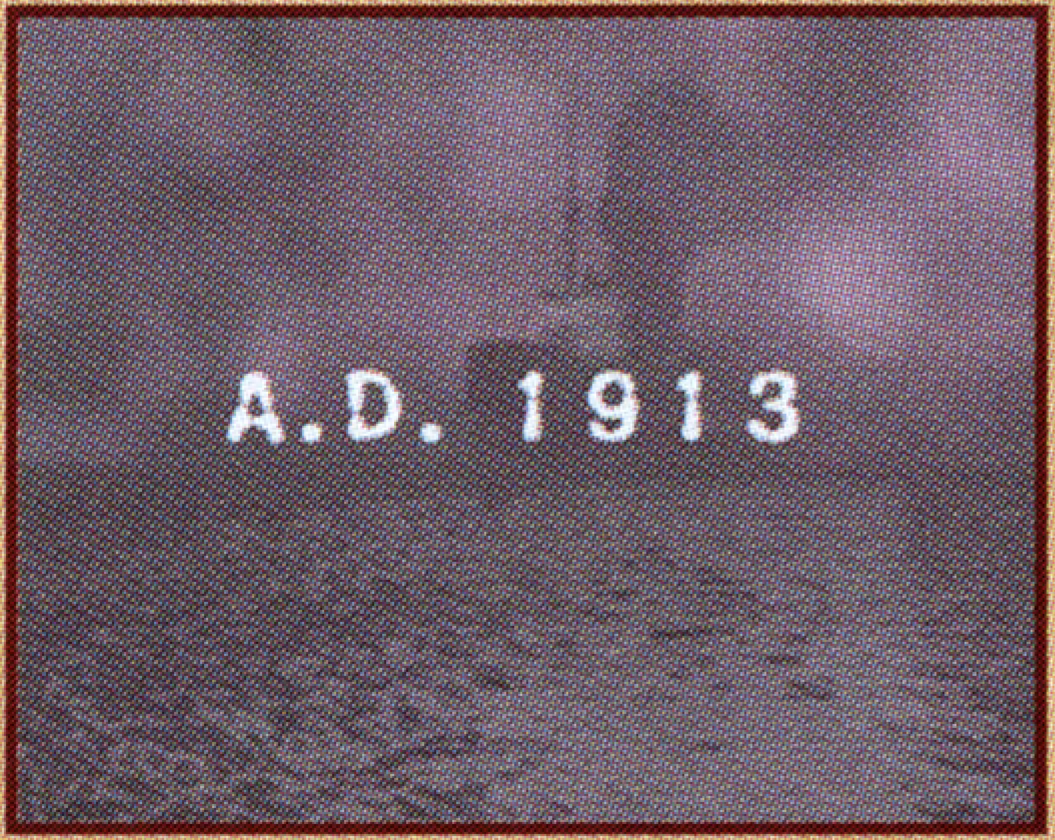
Basic Operation

How to Start

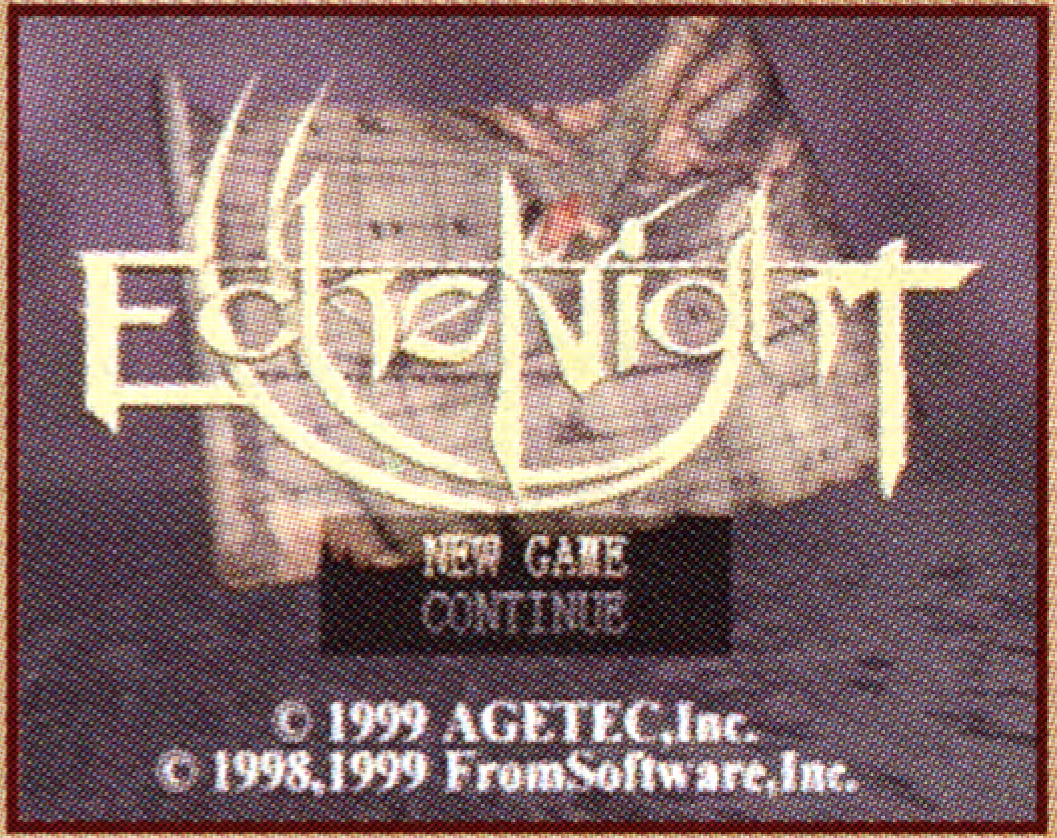
Place the "Echo Night" disk in the PlayStation unit, and turn it on. The opening movie begins.

The title screen is displayed after the movie, or when the START button is pressed during the movie. Press the START button at the title screen to proceed to the mode selection menu. Select a mode using the ⬆⬇ Directional buttons, and confirm selection with the START button.

Opening movie

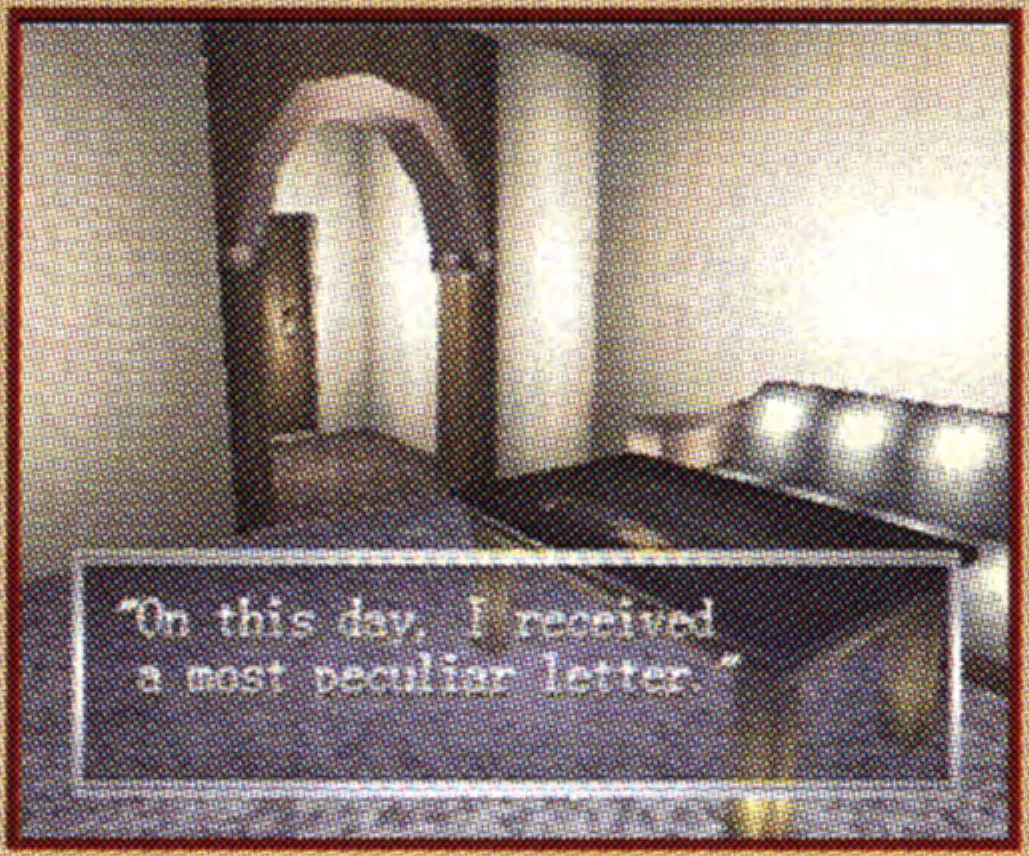


Mode selection menu


Echo Night
NEW GAME
CONTINUE
© 1999 AGETEC,Inc.
© 1998,1999 FromSoftware,Inc.

New Game

When playing the game for the first time, please select NEW GAME. The opening movie will play, then the game will start.

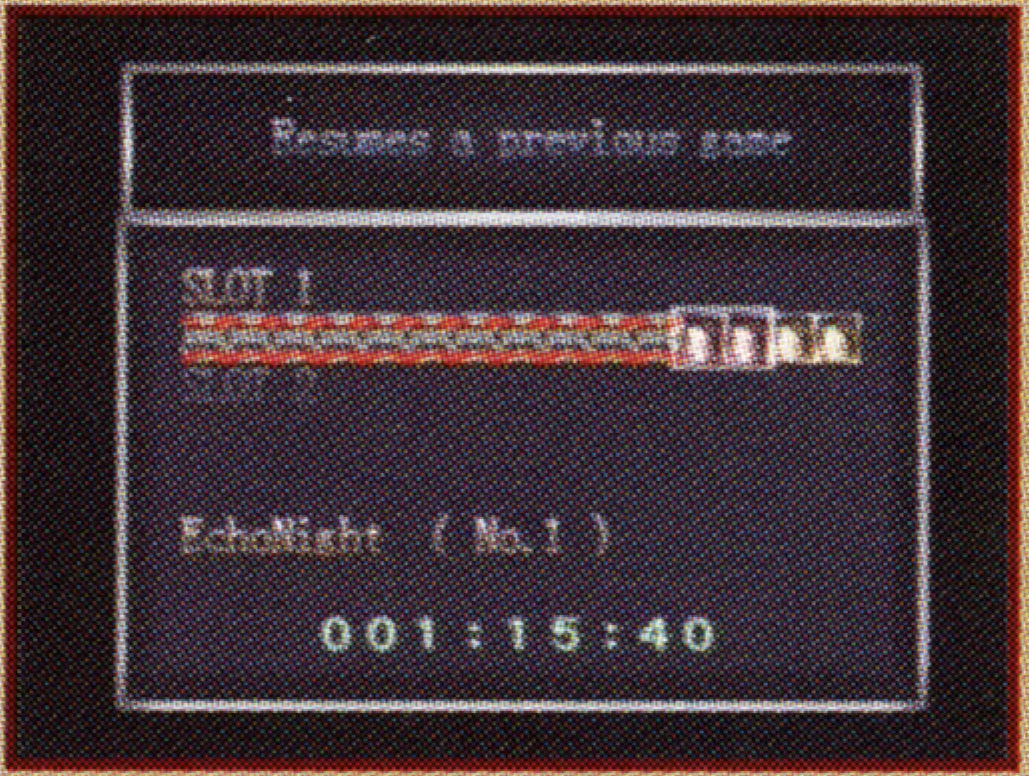


"On this day, I received a most peculiar letter."

Continue

Selecting CONTINUE lets you resume the game from where you last saved it.

When you select CONTINUE from the game title screen, the load screen appears.



Resumes a previous game

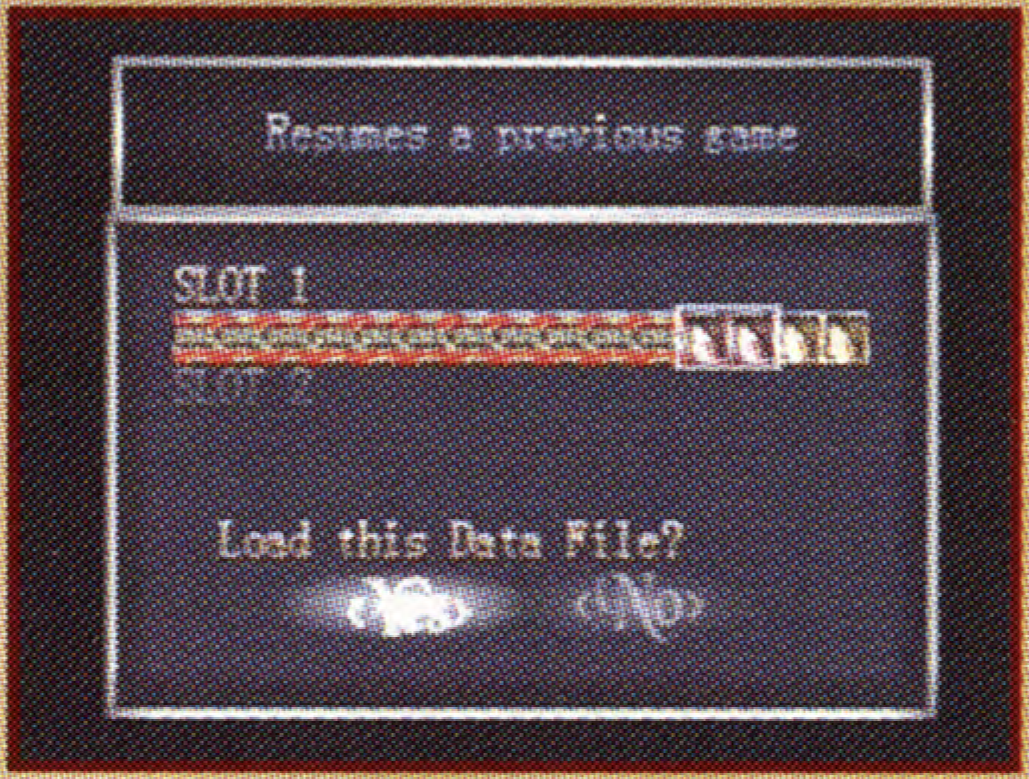
SLOT 1

SLOT 2

EchoNight (No.1)

001:15:40

Use the Directional buttons to highlight the data you wish to load, and confirm selection by pressing the ⊗ button.



Resumes a previous game

SLOT 1

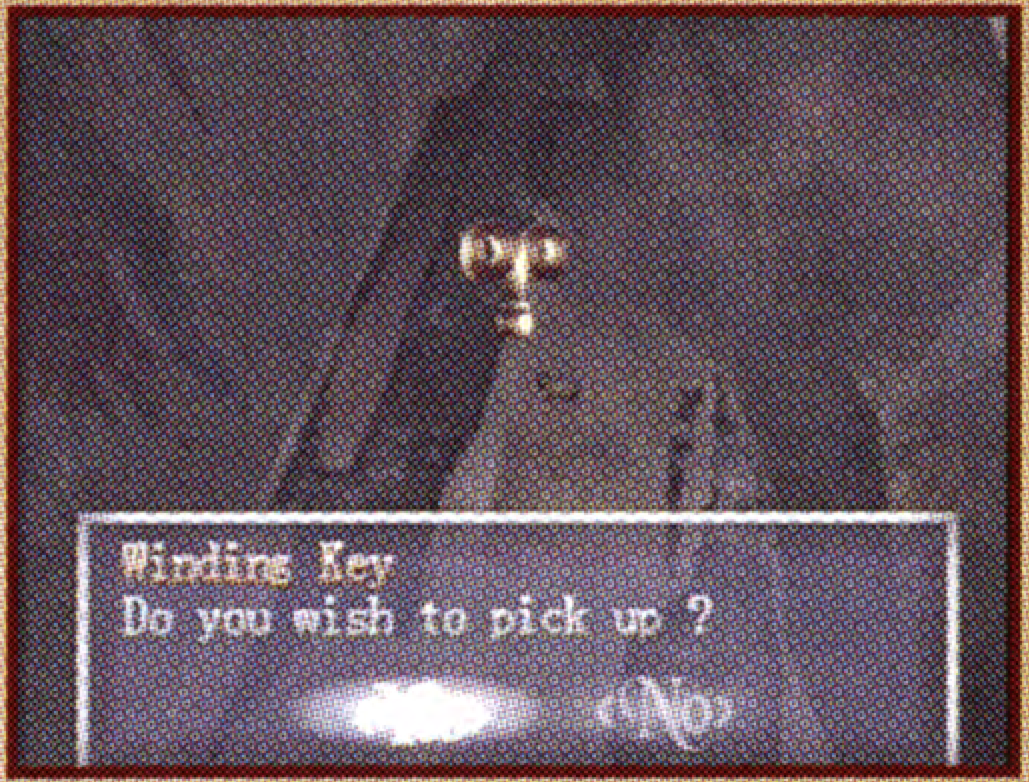
SLOT 2

Load this Data File?

HOW TO PLAY

Picking up an Item

To pick up a flashing item, press the ⊗ button while in front of it. If the item can be picked up a confirmation message will be displayed. Select YES to pick the item up, and NO to leave it where it is.

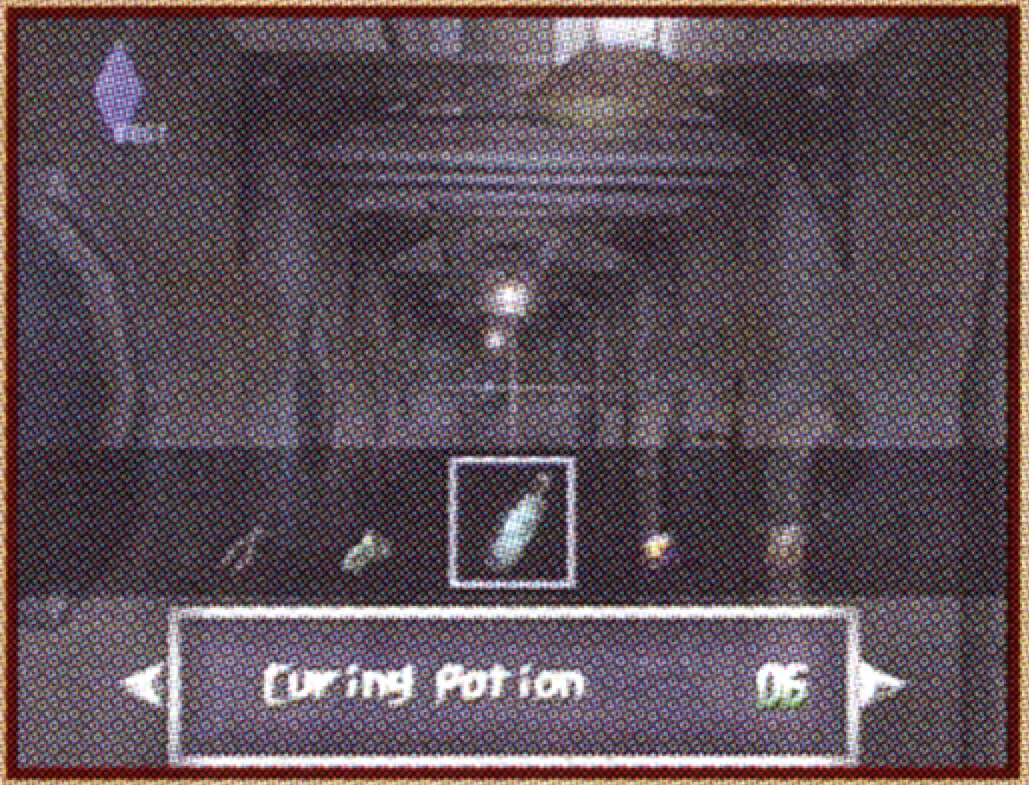


Winding Key
Do you wish to pick up ?

Use Item

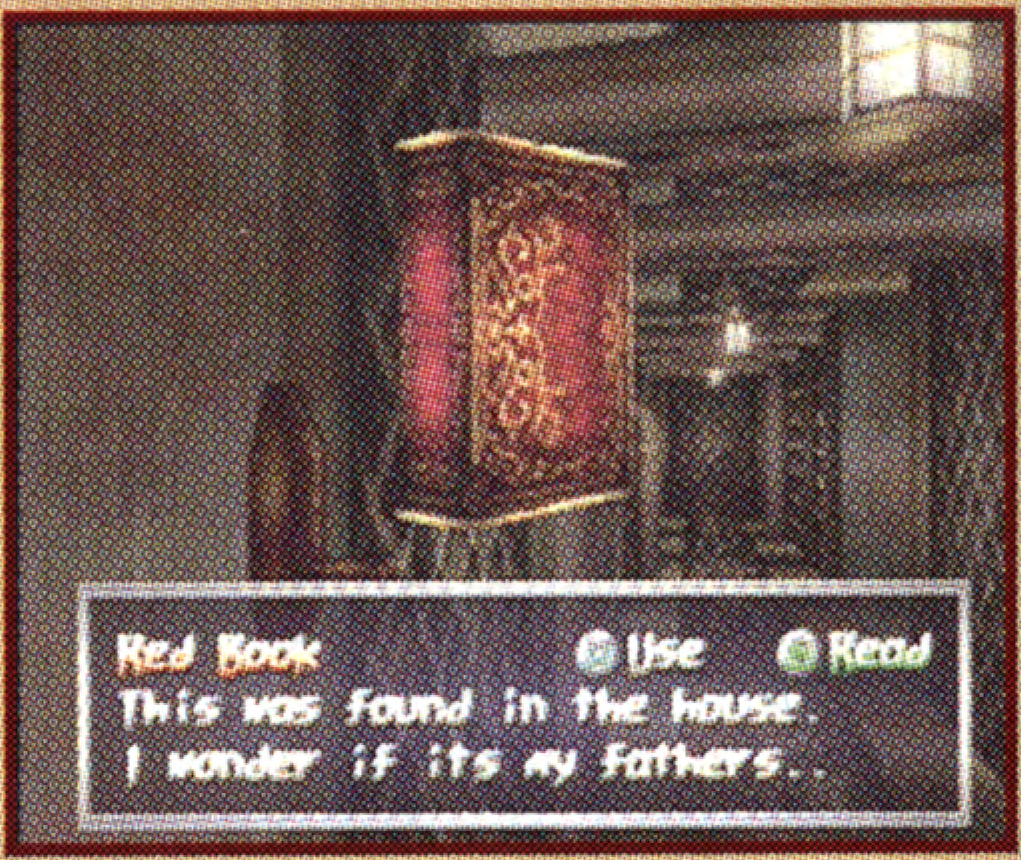
Press the □ button to open the Item Menu, which will be displayed under the main screen. Use the Directional buttons to select the item you want to use, and press the ⊗ button to confirm.

* Items can also be used by selecting ITEM from the Status Menu.



Examine Item
Look over Item

To see a description of an item, proceed to the ITEM selection in the Status Menu. Some items may have commands available other than "USE," such as "EQUIP".

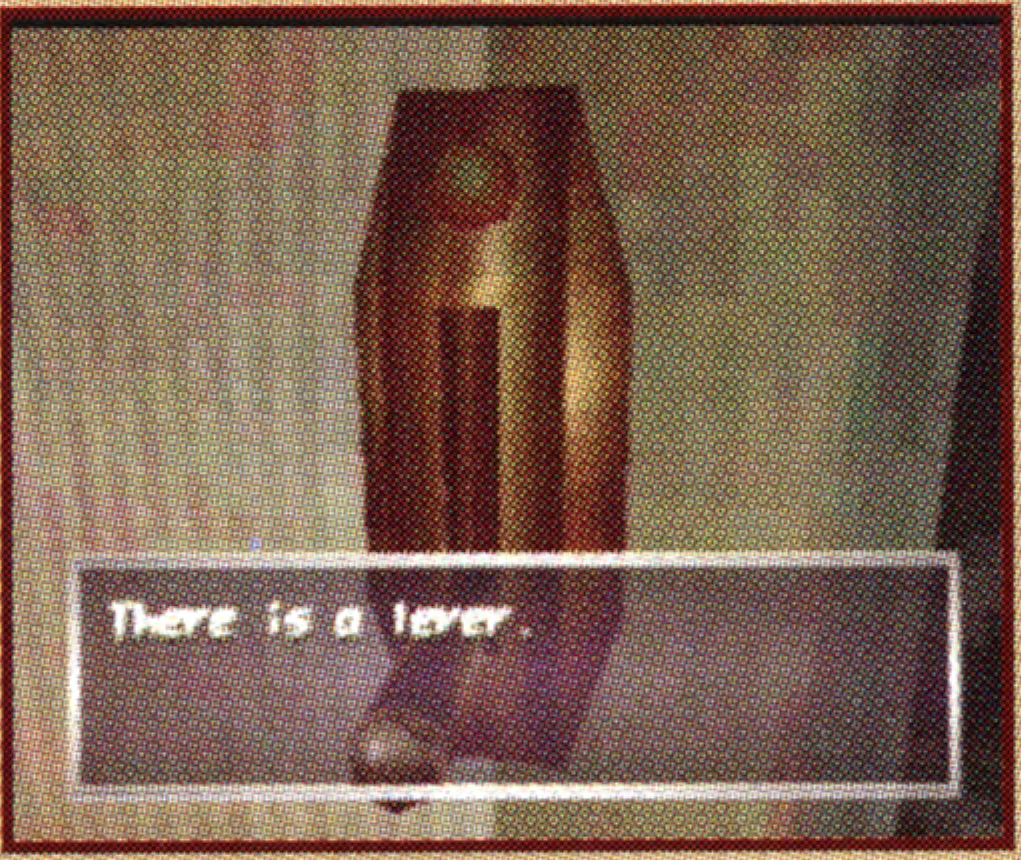


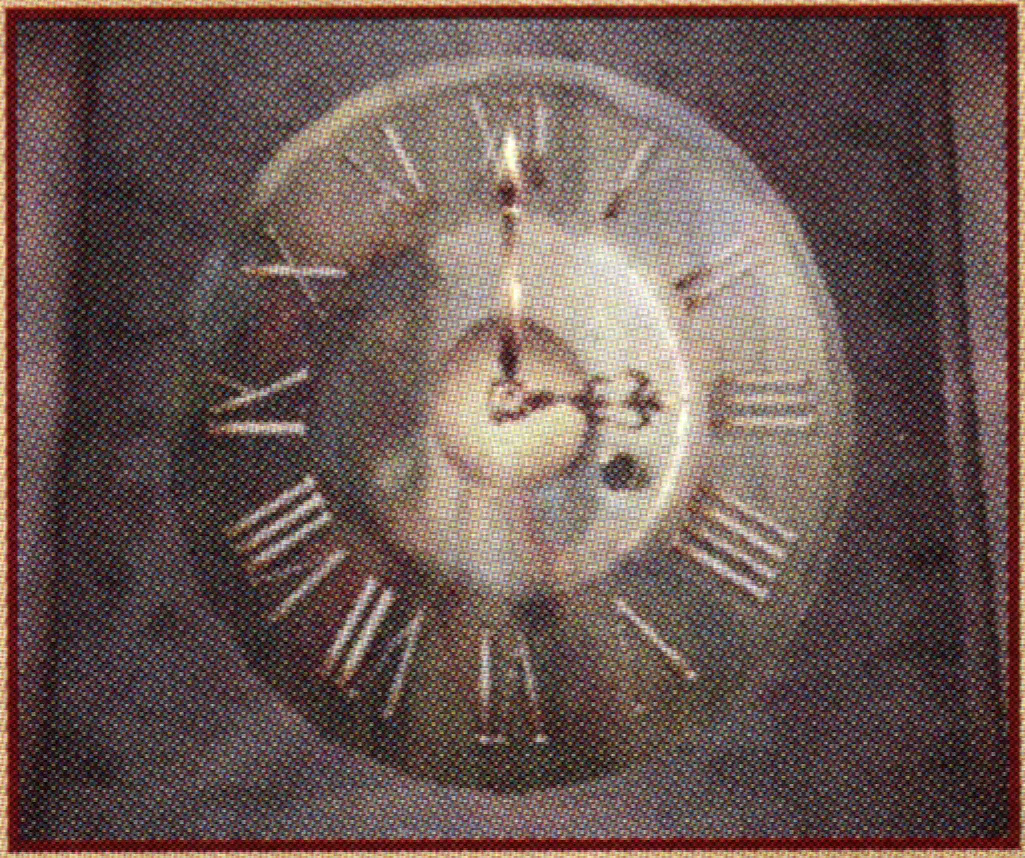
This was found in the house.
I wonder if its my fathers..

Investigate
Research

When you come across something you want to investigate, press the △ button. Keep in mind that you can only investigate something that is flashing. Also, some places in the game have a fixed perspective. SELECT, START, L1, L2, R1, and R2 buttons do not work in these places.

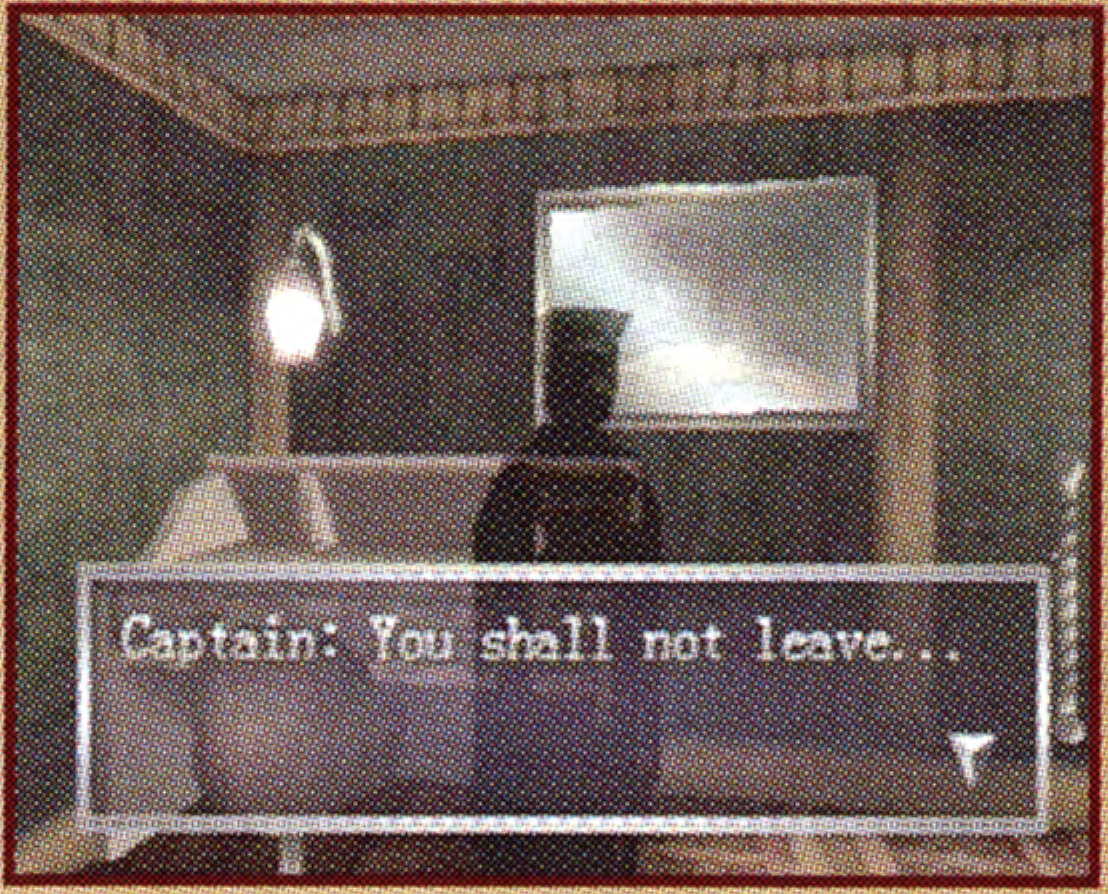
* Place the crosshairs in front of an object to make it flash. When the perspective is fixed, use the Directional buttons to match the perspective with the object.


There is a lever.



Conversation

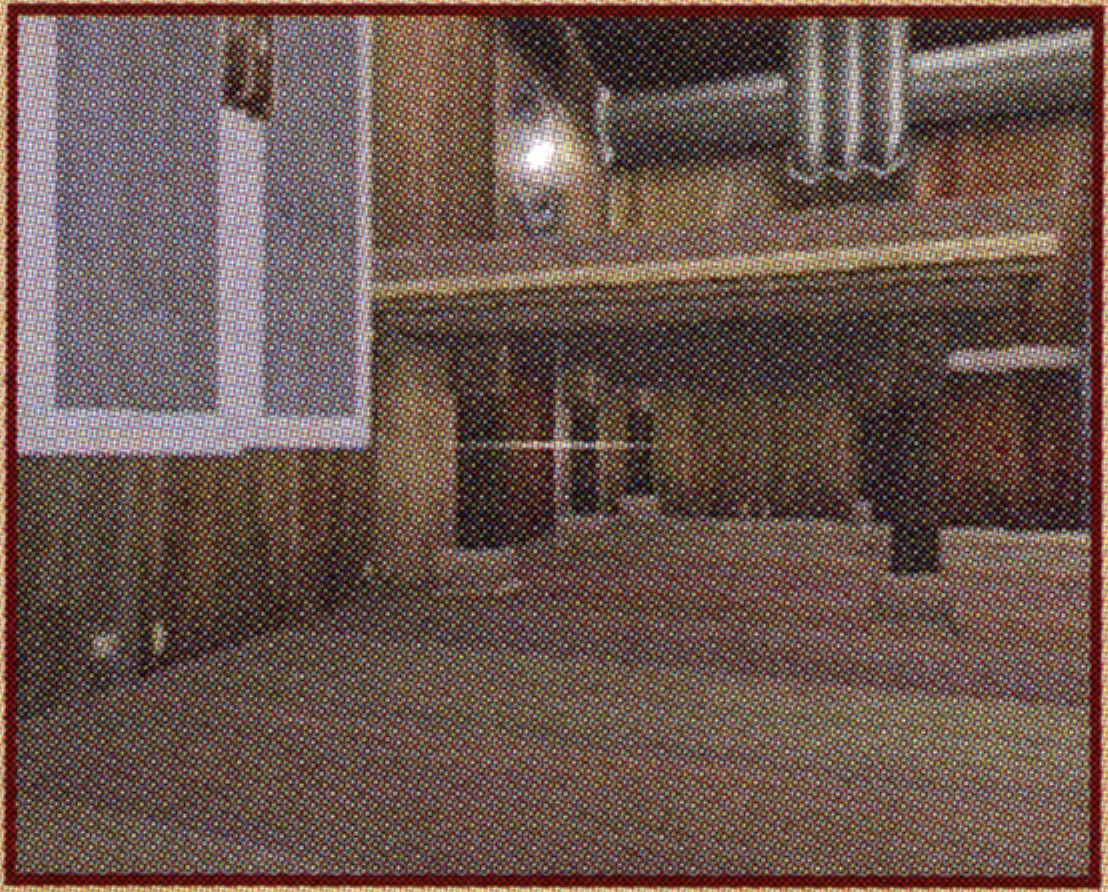
To speak with a character in the game, approach them and press the ⊗ button when the crosshairs start flashing. Sometimes you may need to speak to a person several times, or clear certain conditions, to get vital information and items.



Captain: You shall not leave...

Crouch
Bend Down

Some items are located under shelves or on the floor. To reach these items you will need to crouch, do so by pressing and holding down the ◎ button. To return to a standing position press and hold down the ◎ button again. Crouching is required in order to access certain passageways in the game.



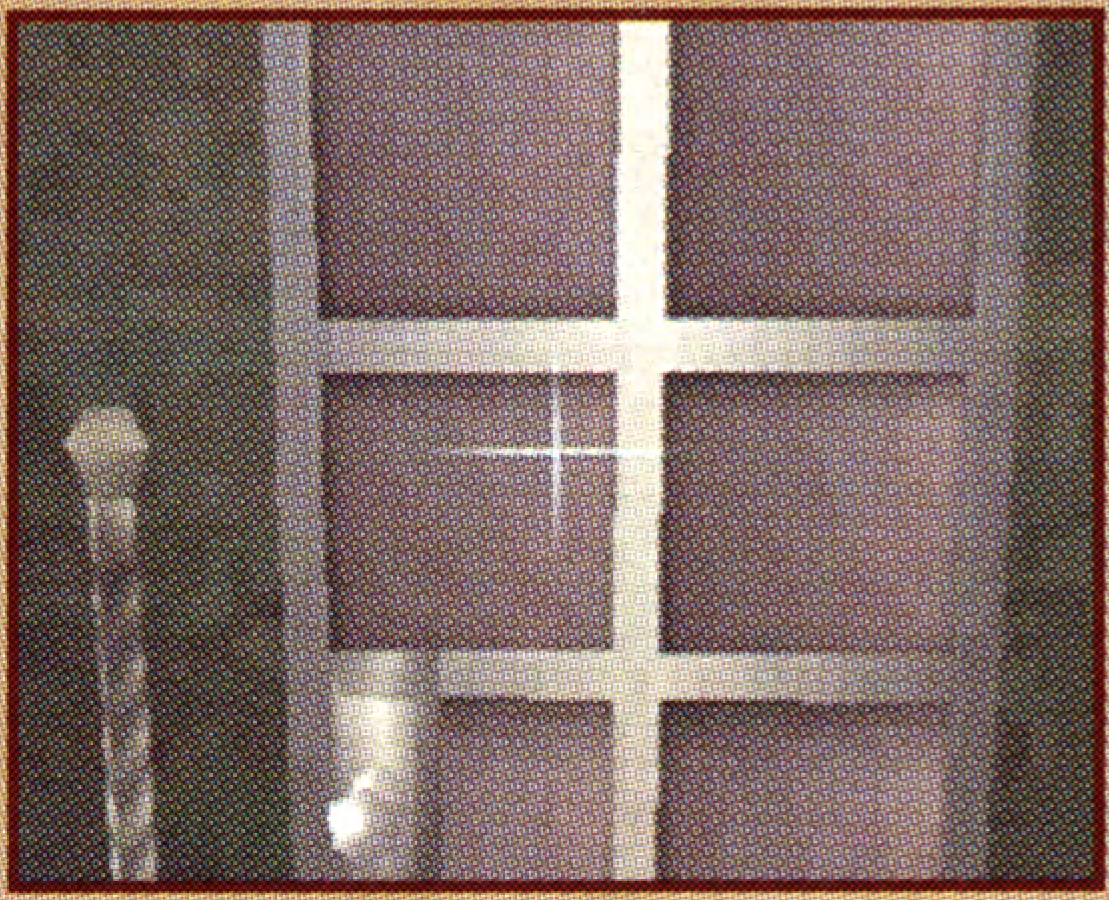
Move Object

Many objects can be picked up and moved (chairs, footstools, etc.). Press the ⊗ button when in front of an object. The object will be lifted. Press the ⊗ button again to put the object down. Note that you cannot hold objects when you are Crouched.

*Not every object that flashes can be moved.

Movement

Use the Directional buttons to move your character during the game. Strafing movements to the left/right are possible by using the R1 and R2 buttons.

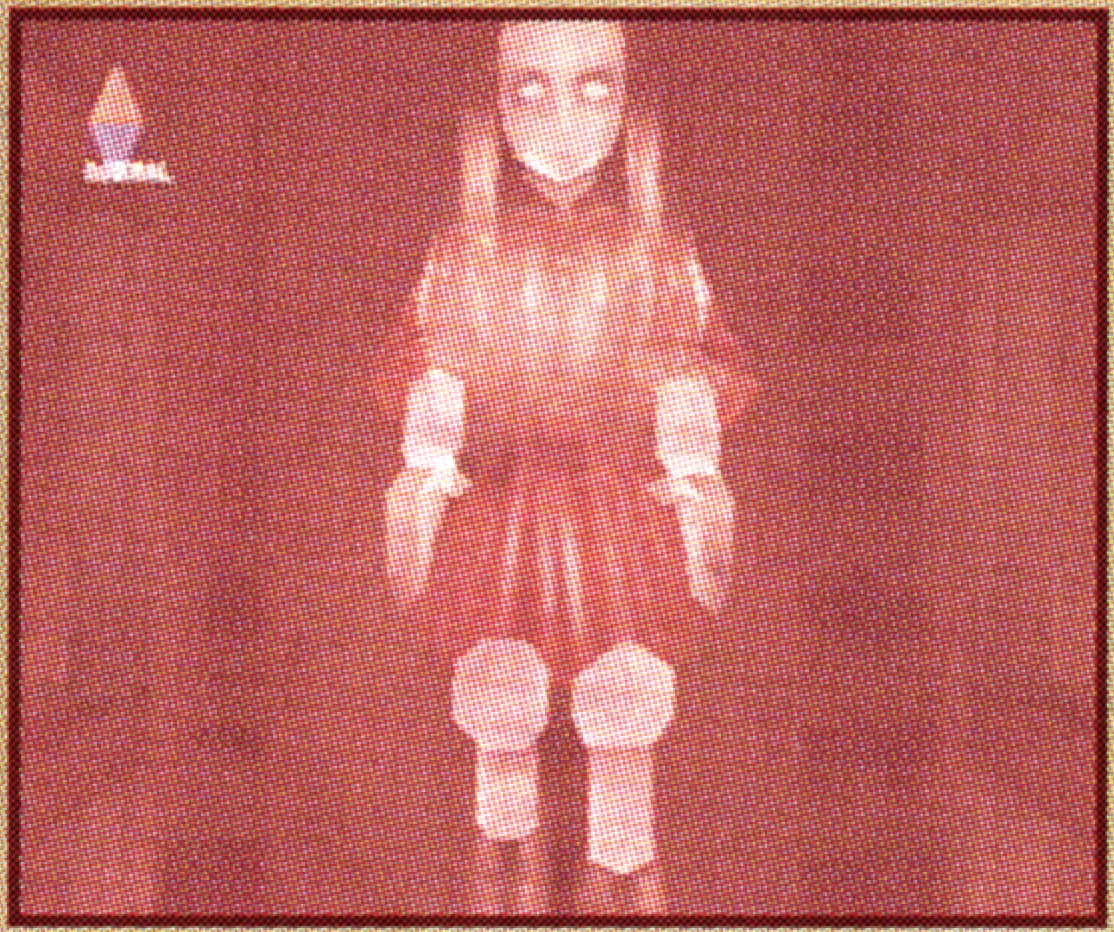


Physical Conditions**

Condition

During gameplay, you may be attacked by specific spirits, or become possessed. Your current physical condition will be displayed in the upper-left hand corner of the game screen whenever your condition deteriorates or improves. Your condition will deteriorate when you are attacked or possessed, and can be improved by using Curing Potions or Holy Water.

When attacked, use Curing Potions. When possessed, use Holy Water. Your physical condition will improve. Possession will wear off after a certain period of time even if you do not use Holy Water.



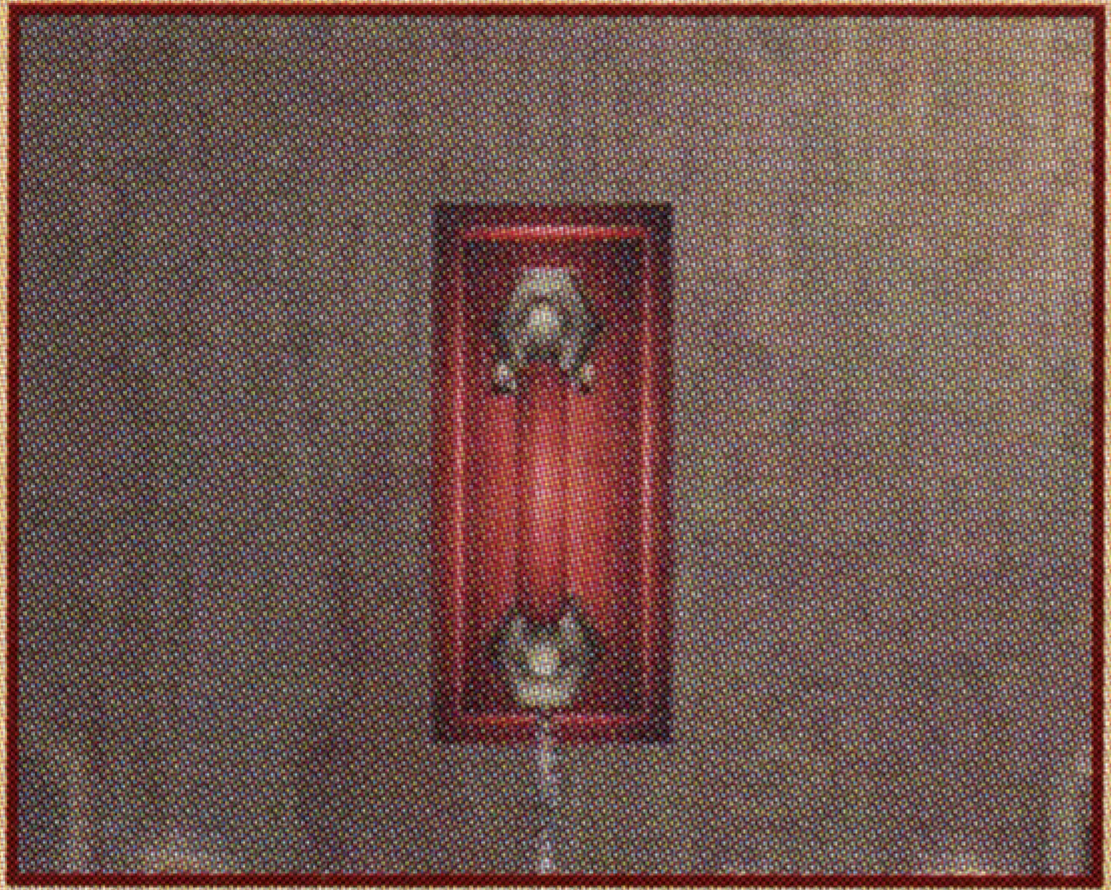
Curing Potion

Holy Water

Saving data
Data Save

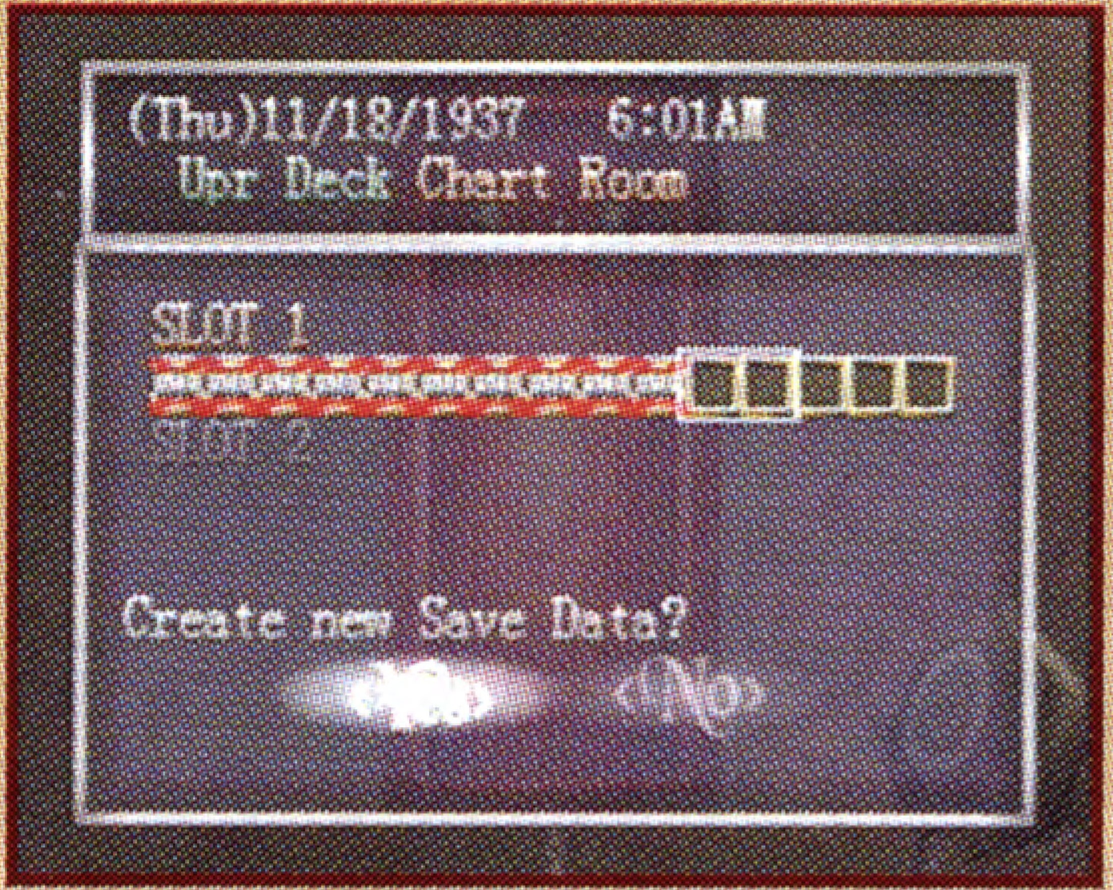
It is a good idea to save your game when you want to take a break, or after you have obtained important items.

Data can be saved at save points throughout the game. Press the ⊗ button when in front of a save point to display the save screen.



Select the Memory Card slot with the Directional buttons and press the ⊗ button. Next, select the Memory Block you want to save with the Directional buttons and press the ⊗ button.

* Each data save takes two empty blocks on the Memory Card.

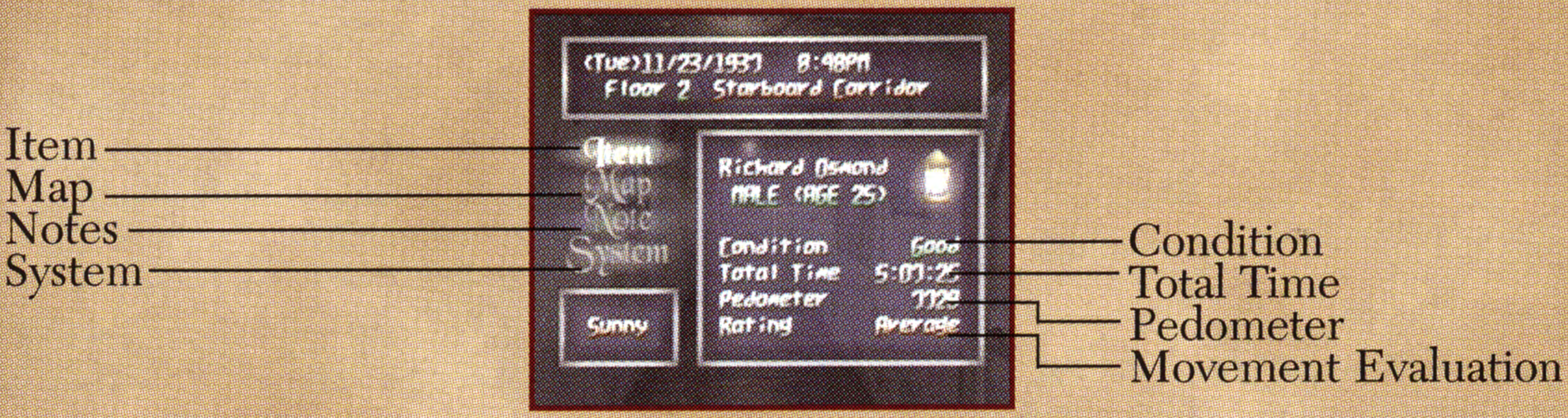


(Thu)11/18/1937 6:01AM
Upr Deck Chart Room

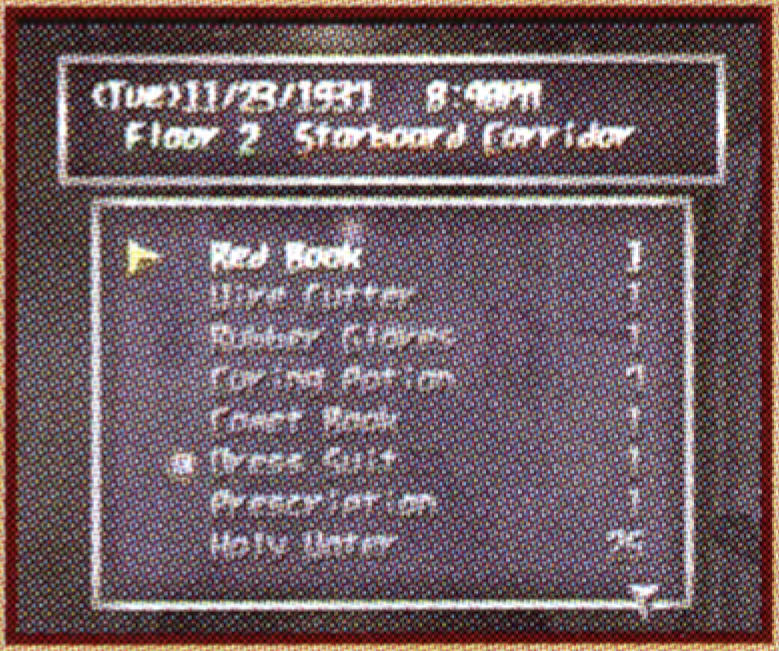
SLOT 1
SLOT 2

Create new Save Data?

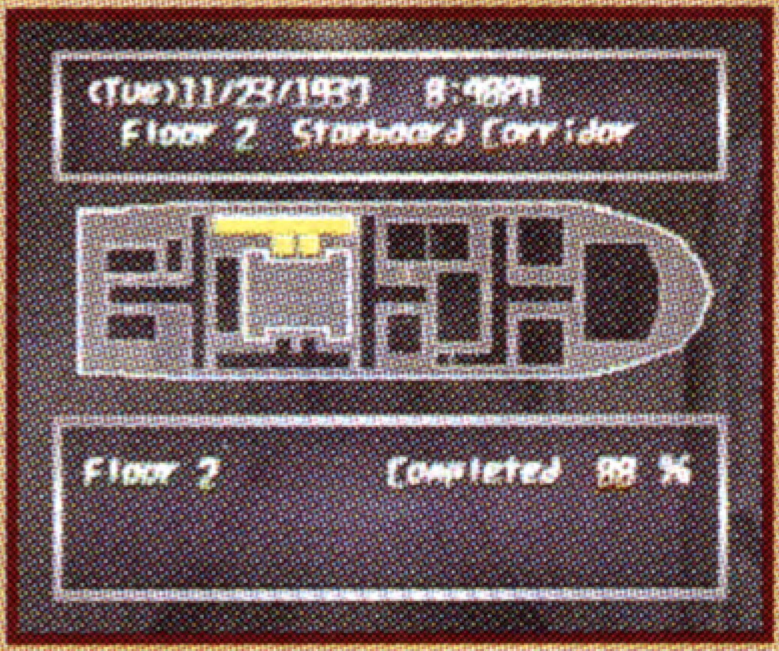
STATUS MENU


(Tue)11/23/1937 8:48PM
Floor 2 Starboard Corridor
Richard Osmond
MALE (AGE 25)
Condition Good
Total Time 5:07:25
Pedometer 7729
Rating Average
Item
Map
Notes
System
Item
Map
Note
System
Sunny
Condition
Total Time
Pedometer
Movement Evaluation

Item
This option is for using, examining, or equipping items in your possession.


(Tue)11/23/1937 8:48PM
Floor 2 Starboard Corridor
Red Book 1
Wire Cutter 1
Rubber Gloves 1
Curing Potion 1
[illegible] 1
Dress Suit 1
Prescription 1
Holy Water 25

Map
Auto-map function
This displays all locations you have reached so far.
* Required Item (Ship Map...Obtain towards the beginning of the game)


(Tue)11/23/1937 8:48PM
Floor 2 Starboard Corridor
Floor 2 Completed 88 %

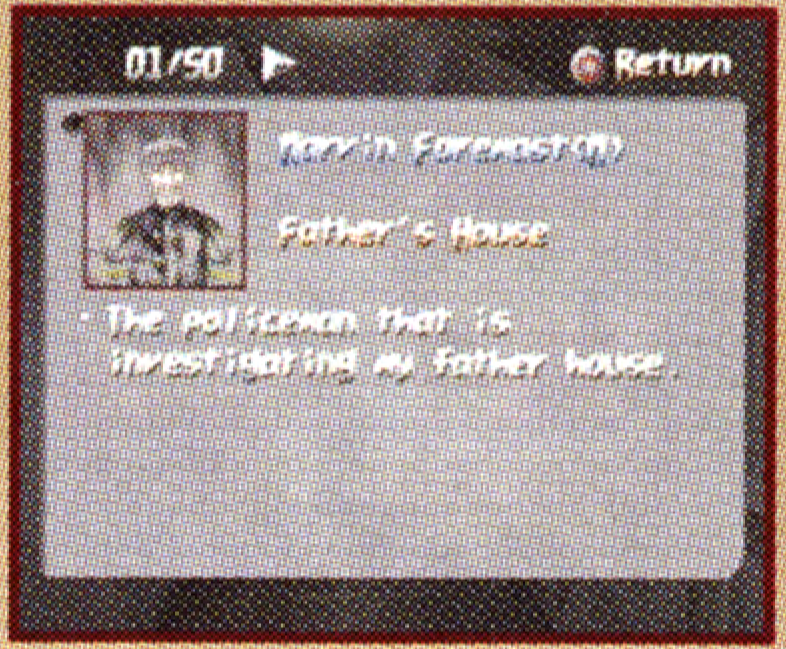
Notes

Notebook function

Records are kept on the various people you meet throughout your journey.

* Required Item

(Leather Organizer... Obtain at the beginning of the game)



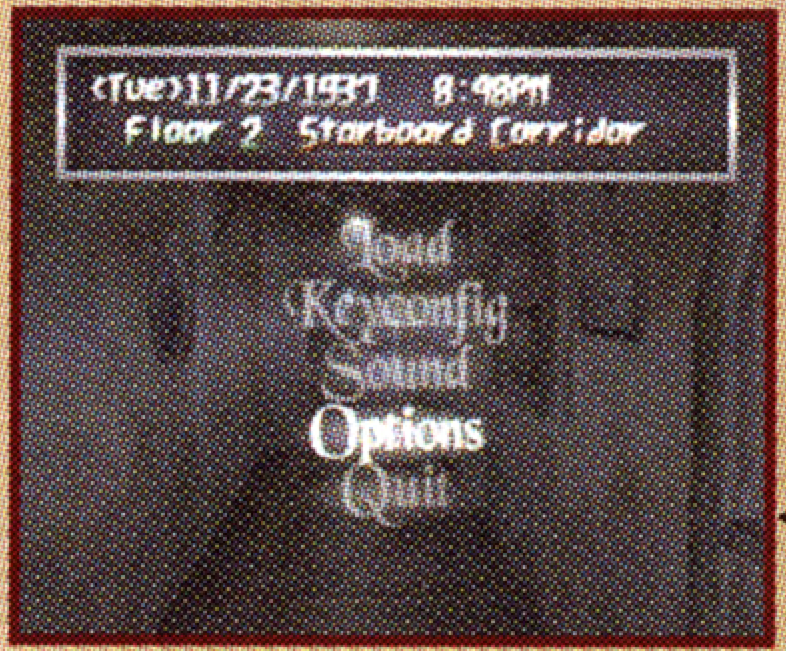
Darvin Foremost(Q)

Father's House

・The policeman that is investigating my father house.

System

This controls the settings of the game atmosphere. (System: See Pg.16)



(Tue)11/23/1937 8:48PM
Floor 2 Starboard Corridor

Condition

Your physical condition is displayed in five stages.

Best ➡ Good ➡ Normal ➡ Wounded ➡ Danger

Total Time

Your total game time is displayed.

Pedometer

Your total steps in the game are displayed.

Movement Evaluation

The evaluation of your movement is displayed.

SYSTEM

Load

The game can be resumed from where it was last saved. Select the data to load with the Directional buttons, and confirm with the ⊗ button.

Key Configuration

Four types are available:

	Echo Night Config	**King's Field Config**	**Strafe Config 1**	**Strafe Config 2**
⬆	Move forward	Move forward	Move forward	Move forward
⬇	Move back	Move back	Move back	Move back
⬅	Turn left	Turn left	Strafe Left	Strafe Left
➡	Turn right	Turn right	Strafe Right	Strafe Right
L1 button	Look up	Strafe Left	Look up	Turn left
R1 button	Strafe Left	Strafe Right	Turn left	Turn right
L2 button	Look down	Look up	Look down	Look up
R2 button	Strafe Right	Look down	Turn right	Look down
△ button	Investigate	Investigate	Investigate	Investigate
□ button	Item	Item	Item	Item
⊗ button	Action/Decide	Action/Decide	Action/Decide	Action/Decide
◎ button	Cancel/Crouch (hold down ◎ button)	Cancel/Crouch (hold down ◎ button)	Cancel/Crouch (hold down ◎ button)	Cancel/Crouch (hold down ◎ button)
START button	Pause	Pause	Pause	Pause
SELECT button	Open menu	Open menu	Open menu	Open menu

* When the Look up / Look down buttons are pressed simultaneously your character's viewpoint will automatically revert to looking straight ahead.

Sound

Adjust various sound settings for the game.

Options

Walking Effect	Turn the walking effect On / Off.
Cursor Position	Select between saving cursor location or allowing it to reset to its default position.
Vibration	Turn the vibration feature of the Dual Shock Analog Controller On / Off.
Font	Choose one of 6 fonts for all Text during the game.
Walking Speed	Select 1 of 5 speeds.
Turning Speed	Select 1 of 5 speeds.
Item Portraits	Turn the Item Portrait feature On / Off.
Crosshairs	Turn the Crosshair feature On / Off.

Quit

Quit the game and return to the Main Title Screen.

After making this selection a confirmation message will be displayed. Select YES and press the ⊗ button to quit, or press the ○ button to cancel.

* Be careful, this does not save your data.

ESTABLISH NOTES

Notes

Orpheus, lost…

A year ago, the passenger liner Orpheus mysteriously disappeared while sailing the Atlantic Ocean. Orpheus, owned by the wealthy Rockwell family, was carrying the entire family and their invited guests when it disappeared. According to the investigator's final report, the Orpheus sunk due to a sudden tempest. A massive search team was gathered in the hopes of recovering any evidence that might explain what happened to the missing ship. However, the search failed to find any conclusive evidence, and the case was closed unsolved. All passengers were presumed dead.

Orpheus, the passenger liner…

William Rockwell, the patriarch of the Rockwell family, constructed this ocean liner specifically for the family's use. It was a private ship and the passengers were limited to immediate members of the Rockwell family along with a few select guests. Although not nearly on the scale of the huge public ocean liners of its day, the facilities and construction were of the highest quality and rivaled the best of them. It's navigational equipment was entirely suitable for crossing the Atlantic, as was popular in those days. The interior of the liner was the epitome of luxury and reflected the expensive tastes of its owner, William Rockwell.

Rockwell Family

They were millionaires in the upper echelon of American society. Their ancestors were European nobility, but when their social status fell, they emigrated to America in the early 19th century. The start of the Rockwell millions was a large gold deposit discovered by young William Rockwell, who established their wealth and still reigns as the family patriarch. The Rockwells used their tremendous acquired wealth to invest in industries in various fields, every one of which was a success. As the 20th century began, the Rockwells secured their empire, and became a powerful force with major influence in the financial sector.

William Rockwell

He established the Rockwell empire, and still reigns as its patriarch. Aside from his tremendous power in building the family's current wealth in a single generation, his forbidding personality has instilled fear in those around him. Apparently, there is a grave secret behind his attained wealth, but no one knows the whole truth.

DIARY

Journal of Richard Osmond
On that day I found that fate truly exists.

I received news of the fire, and went to my childhood home, carrying with me the small key my father had sent. The policeman who accompanied me to the house said my father had been missing ever since the fire.

As I was sifting through the debris in my father's room, I came across a grandfather clock, which had not been burned. The hands were not moving. I wound it with a key that I found in the ashes and a stairway opened behind it, leading underground.

I picked up my father's diary that lay on the stairs.
The scenes drawn in the red diary were puzzling.
What did all this mean?
It was an utter mystery at the time.

I found a painting in the basement from which I discovered instructions that would unlock the secrets of the room. I followed the instructions and, instantly, I was overtaken by a strange sensation. I found myself standing on a ship I had never seen before.

On that accursed ship, ruled by a twisted fate...

First day on the ship

The passenger liner Orpheus was supposed to have sunk.
The apparent captain of the ship, was just a black shadow with no substance.

I searched the ship, while constantly being attacked by the specter of a young girl. I met several more of these black shadows. They were cast by the dead who wander the ship, held hostage by their pasts, some by fear, some by the desire for revenge on a lover.

I saw one of them in the dark chart room. It was terrified of the darkness and sought the light.

Tools, in the crew storage room. Gloves, obtained in the previous world. Bare wire to replace the failed electrical wiring. With these I managed to provide light, and release the black shadows.

The shadow of the captain pleaded with me to save this ship. I used the key I obtained to get to the lower decks, and headed for the bowels of the ship, where a multitude of tragic pasts awaited.

NOTES

NOTES

CREDITS

Executive Producer:	Naotoshi Zin
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CG Creator:	Yasuyoshi Karasawa Yasuhiro Kamimura
Sound Producer:	Keiichiro Segawa
Music Composer:	Tsukasa Saitoh Cota Hoshino

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Echo Night™

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